MISSION 5.1
DESTROY THE NESTS

INTRODUCTION

Sergeant Octavian surveyed the scene before him and scowled at the scattered wreckage and the slowly drifting Spore Mines.

Quickly, he ordered the squads into a battle line by using the vox-caster built into his helmet to give his orders, "Brothers, our time is short, but we must remove the xenos from this area before we proceed. Hunt them down. Destroy the filthy taint of their infestation. Leave none alive."

With a shout of anger, the Ultramarines began their advance.

OBJECTIVE

Ultramarines win If all the Tyranids are destroyed and four or fewer Ultramarines have been killed.

Tyranid win If more than four Ultramarines are slain.

FORCES

Ultramarines Squad Octavian + Varras
Squad Atreus

Tyranids 3 Infestation Markers, Spore Mines, and Termagants

TERMAGANT ENTRY CHART

1 The Ultramarines player may choose which board edge the Termagants enter play.

2-5 The D6 roll falls under the diagram (right) – the number corresponds to the side where the Termagants enter.

6 The Tyranid player may choose which board edge the Termagants enter play.

SET UP

The wreckage is set up with no piece closer than 12" to any board edge. The pieces may not be closer than 6" to each other. Squads Octavian and Atreus are set up on one board edge, with one squad starting in each board corner. The Tyranid player may place three Infestation Markers on the board. Each must be touching a piece of wreckage and cannot be closer than 6" to one another. Place one Spore Mine touching each Infestation Marker. Termagants will be placed

Despite overwhelming odds, the Space Marines will fight to the last.

on the board based on the rules below.

ULTRAMARINE RULES

Move. The Ultramarine squad can move up to 6" a turn but may not move within 1" of Termagants unless assaulting them. If the Ultramarines end their move within 6" of a group of Termagants, the Ultramarines can assault.

Shoot. The entire squad of Ultramarines may shoot at one unit of Termagants per turn. If the squad has not moved, it may fire the missile launcher, and all of the Space Marines with bolters may fire one shot at targets up to 24" away or rapid fire at targets within 12". If the squad has moved, the missile launcher cannot fire and the Space Marines with bolters may only rapid fire at targets within 12".

The Space Marines with bolters hit the Termagants on a roll of 3+. However, as these creatures are smaller and weaker than Genestealers, they are wounded on a roll of 3+. Termagants touching wreckage can try to make a saving throw on a roll of 5+ against each potential Wound they take. If successful, the Termagant has ducked behind cover and avoided the shot.

The Missile Launcher. The Space Marine with the missile launcher can shoot only if the squad remains stationary. He has to steady his aim and brace himself. The weapon gets one shot a turn and shoots up to 48". The missile hits on a roll of 3+ and fires two kinds of missile, one designed to attack enemy troops and one used to destroy heavily armored targets. For this mission, however, the Missile Launcher is loaded with frag missiles only.

Frag Missile. A frag missile is an anti-personnel explosive round designed to shower an area with razor sharp metal fragments. If the shot hits, place the small Blast Marker over one of the target models. That model and any others whose bases are covered by the Marker are wounded on a 3+. Any model whose base is touched by the Marker but not covered will be hit on a 4+ and, if hit, may then also be wounded on a successive roll of 3+.

Flamer. To fire the flamer, use the Template when shooting with the flamer-armed Space Marine. The Template may not touch any friendly models. Any Termagant touched by the flamer Template is incinerated on a D6 roll of 3+, while Infestation Markers are destroyed on a 4+. When hit, Spore Mines detonate as described in Mission 6.

Assault. If the Ultramarines end their move within 6" of a Termagant unit and did not fire, they can charge into close combat. Move each Space Marine up to 6" to make base contact with the nearest Termagant. Space Marines can spread out and attack different targets as long as all models from the unit are within 2" of another model from the same unit. Space Marines cannot bypass unengaged models or move through gaps narrower than their base width.

In close combat, each Space Marine rolls 1 die to hit but gains an extra attack and therefore rolls 2 dice on the turn he charges into assault. Space Marines need a 3+ to hit and 3+ to wound the Termagants. If wounded, Termagants may make an armor save on a D6 roll of 6, as their tough hides and bone plates protect them. Any that fail their armor saves are removed.

However, Termagants are as fast as the Space Marines and strike back at the same time – even those that would have been removed after being wounded (lay these models down to remind you to remove them after they have attacked). They roll 1 die each and need a 4+ to hit and 5+ to wound the Space Marines.

Wounded Space Marines must roll 3+ for their armor save or be removed. Once the Ultramarines are in close combat with a Termagant unit, they may not move away until all Termagants in the unit are dead.

The Space Marines can assault Spore Mines, but they do so at their own peril. The Spore Mines will detonate when the Ultramarines come into base contact with the Mines.

Space Marines can assault Infestation Markers, which have 2 Wounds. Since the Markers are stationary, all the Ultramarines' attacks hit when in base contact. However, the Infestation Markers are almost as tough as Hive Nodes – Space Marines need a 5+ to wound an Infestation Marker in assault.

TYRANID RULES

Spore Mines. The Spore Mines in this scenario work as described in Mission 6. The Tyranid player may use Acid, Poison, or Exploding Spore Mines as determined by their models.

Termagants. Drawn either by the sound of violence or by some strange alien communication, Termagants are swarming the area, hunting down the Ultramarine warriors. At the start of the 2nd Tyranid turn and each turn thereafter, roll a D6. The score rolled is the number of Termagants that the Tyranid player can move onto the board. These Termagants are considered a brood, and thus each model must maintain unit coherency. There may never be more than 10 Termagants in play. To determine from which edge the Termagants enter play, roll a D6 and refer to the chart. Termagants always enter play from the central point on a board edge.

Shoot. Termagants are different from Genestealers and hunt their prey with bio-organic weapons called fleshborers rather than tooth and claw. Termagants can shoot up to 12". Each Termagant rolls 1 die when it shoots (whether it moved or not), hits on a 4+, and wounds on a further roll of 4+. Wounded Space Marines must roll 3+ for their armor save or be removed. The Ultramarine player chooses which models are lost.

Fleet of Claw. Instead of firing its fleshborer, a Termagant may make a special move if the Tyranid player wishes. Simply roll a D6 instead of shooting. The number rolled is the number of inches the model may move as it scurries across the ground as fast as possible. Termagants may even use *Fleet of Claw* to move across wreckage without any additional penalty.

Assault. Termagants that end their move within 6" of the Space Marines may assault. They may do this even if they fired their fleshborers. They follow all the Genestealer rules for moving into base contact from Mission 3, and Termagants gain 1 extra attack on the turn they charge into assault. The Termagants and Space Marines will fight simultaneously, as detailed in the Space Marine Assault section above. If there is a combat left from the Ultramarines' turn, fight again in the Tyranid turn. Once in close combat with the Ultramarines, Termagants may not move away until all enemy models in the unit are dead.

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